

IT'S THE NEW LOOK ...

SONIC

THE COMIC

UK's OFFICIAL
SEGA
COMIC
STARRING
SONIC THE HEDGEHOG

WIN!

**MEGA DRIVE 32X
& CHAOTIX PACK!**

SONIC PIN-UP!

FREE!

STC PAD!



FREE PAD MISSING?
ALERT YOUR
NEWSAGENT
NOW!

**£1.20 • No 58
18 AUGUST 1995**

FORTNIGHTLY

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE

Hey, Boomers!

Welcome to the new-look *STC* and a new-look me! That's right, chums and chumesses, after two long years the humes-who-think-they're-in-charge decided I needed a major upgrade. It may be Megadroid v2.0 on the outside, but it's still the same old me on the inside!

Thanks to everyone who shelled out an extra five pee for this issue. I know you'll find it more than worth it. Apart from a new look to the cover and all our fab features (and me!) you've got an *STC* Pad to scribble your random thoughts on, a sensational compo to win a *Mega Drive 32X* and Knuckles' new *Chaotix* game, plus news of the *Sega Saturn* - now on sale. Techno Boomers will get a serious charge from *STC*'s new e-mail system, *Speedtrack* (check out this page for more details).

As if that wasn't enough there's all the regular *STC* mega-stars - Sonic, Knuckles, Sparkster and Kid Chameleon in sizzling stories, plus there's a psychedelic *Super Sonic* Pin-up!

Things get even more exciting next issue. There's free *STC* Transfers and three brand new stories starting, including the first ever team-up of Knuckles and Tails!

Get your orders in now for *STC* ... the comic that's so hot it's cool!

Megadroid

STC GETS WIRED!

Introducing a great new way of keeping in touch with your favourite comic - *STC Speedtrack*!

Now your messages can be sent to us faster than Sonic himself! All you need is access to a computer, a modem and an e-mail service. Maybe you know a friendly adult (even your parents!) with these. Maybe your school has access to something like the Internet (what a great class project!). Whatever, type this e-mail address into your software -

stc@richb.demon.co.uk

Next, type your letter or message and send it - it's as easy as that! No stamp and no slogging down to the PO. The best messages will appear in *Speedlines* and win a prize!

We regret that *STC Speedtrack* cannot be used to answer technical enquiries or for help with games (though you can send your questions for *Q Zone* to it). *STC Speedtrack* is not associated with Sega.

MANAGING EDITOR: Richard Burton
EDITOR: Deborah Tate
DESIGNER: Gary Knight
ASSISTANT EDITOR: Audrey Wong
COVER: Carl Flint
PRODUCED BY: Rob McMenemy

Published every other Saturday by Fleetway Editions Ltd., 25/31 Torstock Place, London WC1H 9SU. Tel: 0171 344 6100. *Sonic The Comic* must not be sold for more than the selling price shown on the cover. Printed in Britain by William Gibbons & Sons Ltd., Wiltshire, West Midlands. Covers printed by Spottiswoode Ballantyne Printers Ltd., Colchester. Origination by David Bruce Graphics Ltd., London. Copyright © Fleetway Editions Ltd., 1995. Copyright © Sega Enterprises Ltd., licensed by Copyright Promotions Ltd. Reproduction without permission strictly prohibited. *Sparkster* copyright © Koozmi Co. Ltd., 1994. Reproduction without permission strictly prohibited. Distributed by Signor, Windsor House, 1270 London Road, Marbury, London SW16 4DH. Tel: 0181 685 2034 (Customer Services). Production: Sarah Colley. Advertising: Tom Glenister, Tel: 0171 344 6410. ISSN 0169 3041.

SEGA

CHARTS
COMPILED
BY
GALLUP



↑ up/down RE/NEW entry ● non mover

MEGA DRIVE

- 1 ● THEME PARK
- 2 ● BRIAN LARA CRICKET
- 3 ● RUGBY WORLD CUP 1995
- 4 ↑ FIFA SOCCER '95
- 5 RE STREETFIGHTER 2 CHAMP EDITION
- 6 RE WORLD CUP USA '94
- 7 ↓ ROAD RASH 3
- 8 ↓ WINTER OLYMPICS
- 9 ● MICRO MACHINES 2
- 10 RE PGA TOUR GOLF 3

MEGA-CD

- 1 NEW POWERMONGER
- 2 ↑ FIFA INTERNATIONAL SOCCER
- 3 ↓ MICKEY MANIA
- 4 NEW EARTHWORM JIM
- 5 RE LETHAL ENFORCERS
- 6 ↓ BRUTAL: PAWS OF FURY
- 7 ↓ REBEL ASSAULT
- 8 ↓ WORLD CUP USA '94
- 9 RE SPIDER-MAN V KINGPIN
- 10 ↓ SNATCHER

MASTER SYSTEM

- 1 ↑ SENSIBLE SOCCER
- 2 ↑ COOL SPOT
- 3 NEW WONDERBOY IN MONSTER WORLD 3
- 4 ● ROAD RASH
- 5 ↑ DESERT SPEED TRAP
- 6 ↑ STAR WARS
- 7 ↓ BRAM STOKER'S DRACULA
- 8 RE BATMAN RETURNS
- 9 ↓ SONIC THE HEDGEHOG 2
- 10 RE SONIC CHAOS

GAME GEAR

- 1 ● SONIC THE HEDGEHOG 2
- 2 ● WINTER OLYMPICS
- 3 RE DESERT SPEED TRAP
- 4 ● PGA TOUR GOLF 2
- 5 ↓ JAMES POND 2 - ROBODOD
- 6 ↑ BATMAN RETURNS
- 7 RE ASTERIX AND THE SECRET MISSION
- 8 RE MICRO MACHINES 2
- 9 ↓ F15 STRIKE EAGLE 2
- 10 ↓ SONIC CHAOS

SONIC

THE HEDGEHOG™

The Rampage of Mekanik

Script:
LEW STRINGER

Art:
NIGEL KITCHING/
JOHN BURNS

Lettering:
ELLIE DE' VILLE

PART 2

DOCTOR ROBOTNIK HAS SENT HIS NEWEST CREATION, THE GIGANTIC MEKANIK, TO DESTROY THE STONE TOWER ZONE.

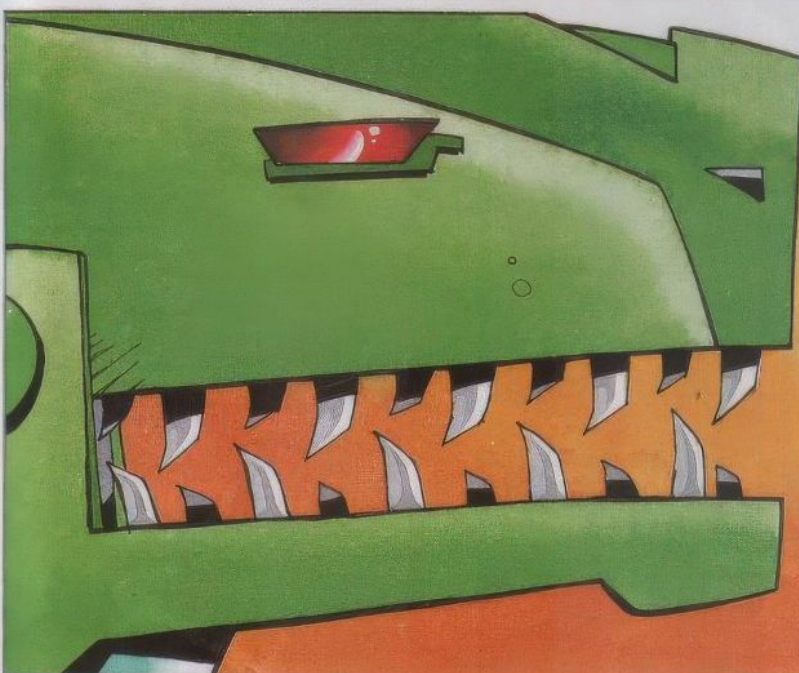
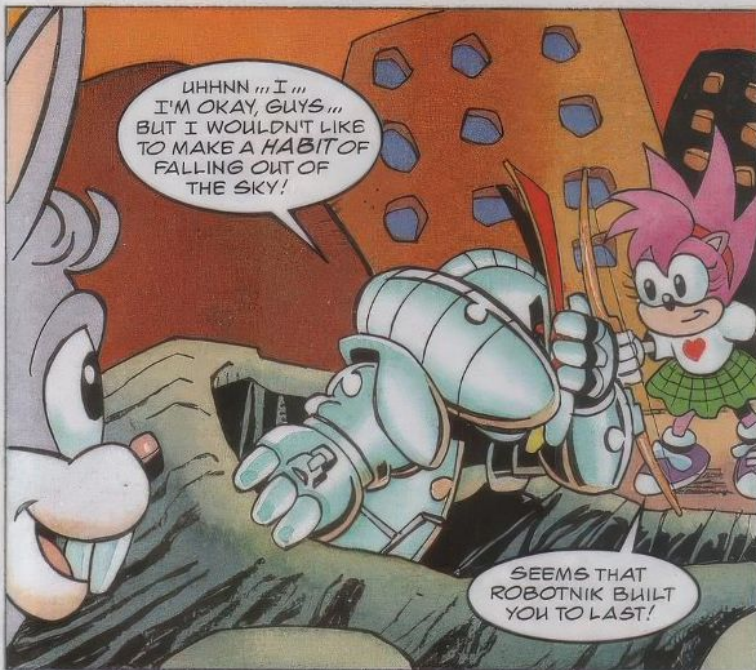
COME ON, AMY! WE'VE GOT TO GET THESE PEOPLE TO SAFETY!

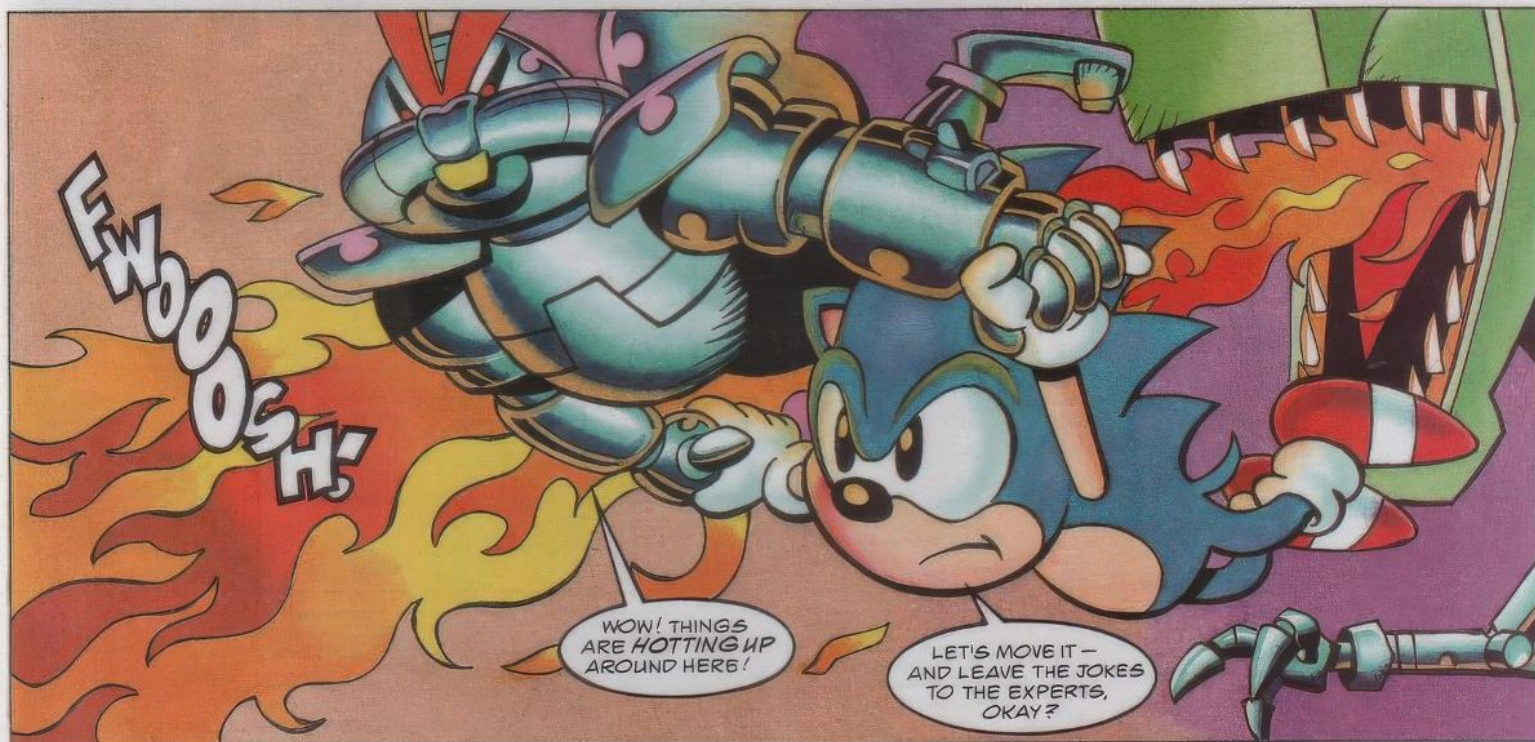
BUT JOHNNY! THAT MONSTER'S GOT SONIC!

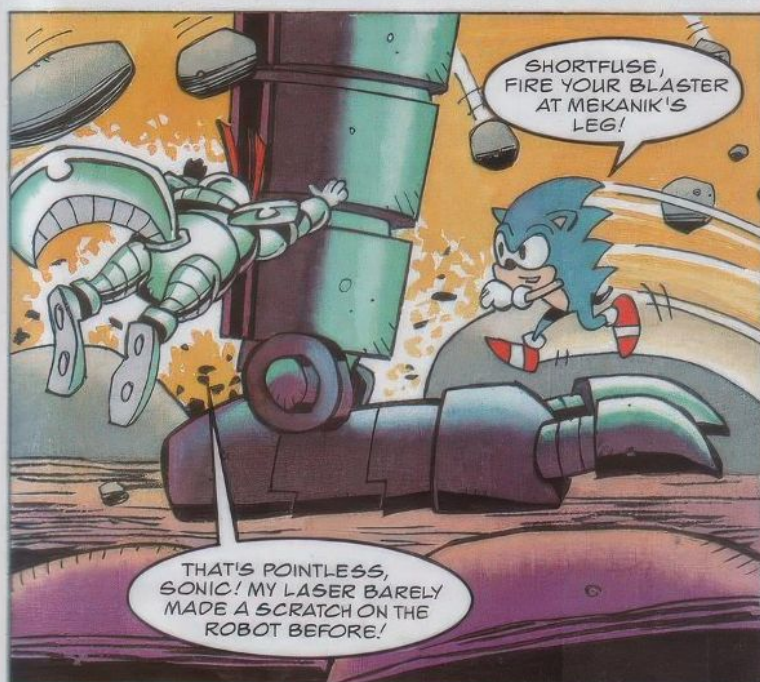
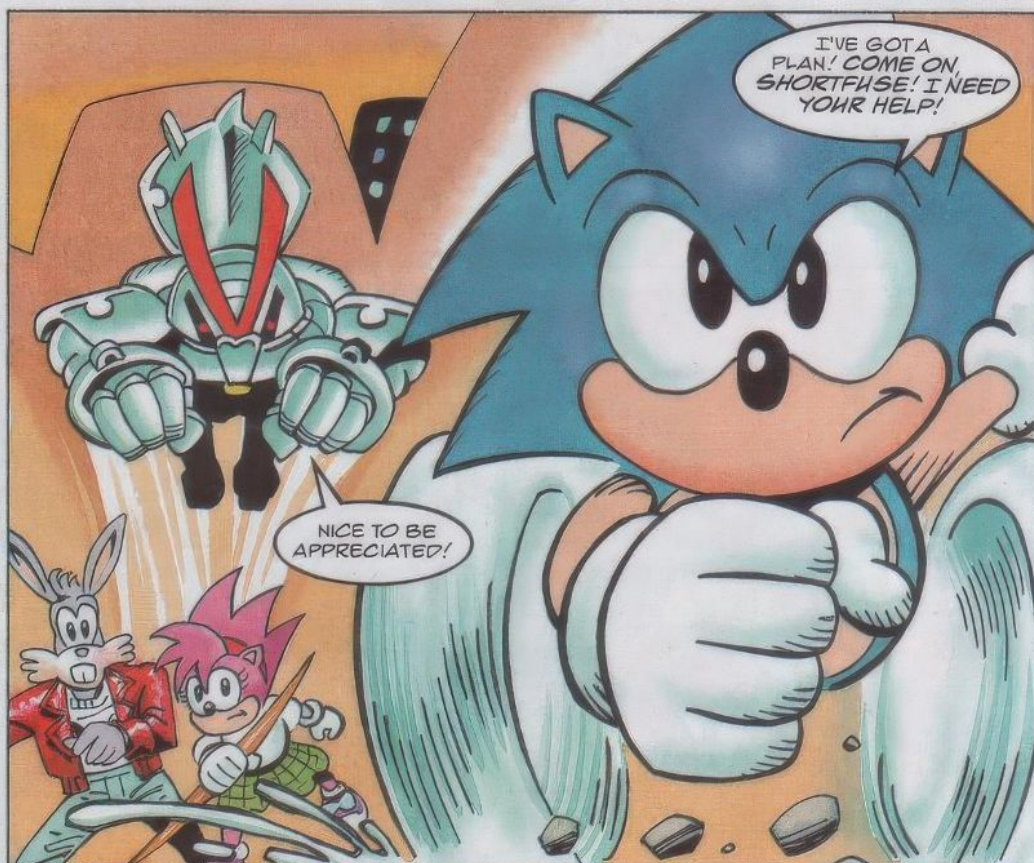
WHY DON'T YOU PICK ON SOMEONE YOUR OWN SIZE, CREEP?

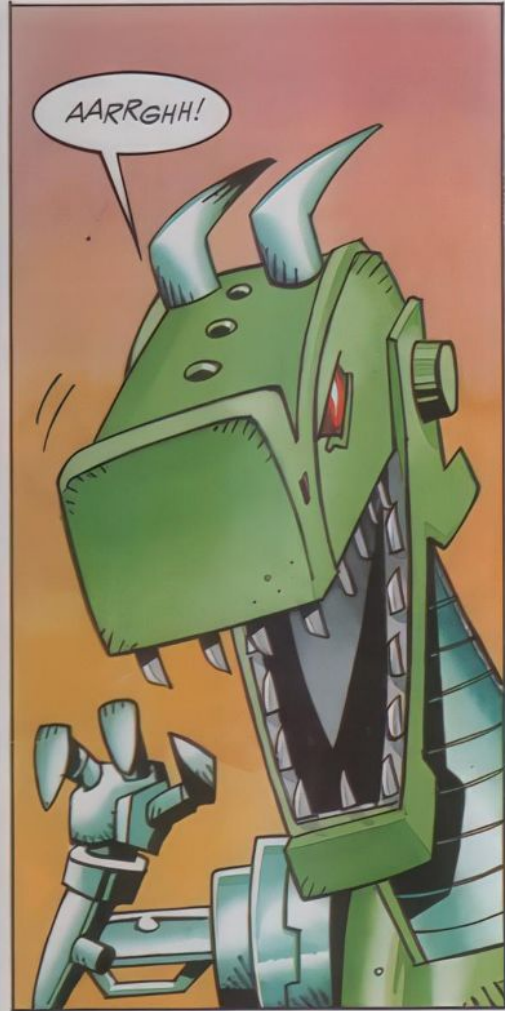
WE CAN'T GET SONIC DOWN FROM THERE BY OURSELVES! WE'VE GOT TO FIND SHORTFUSE!

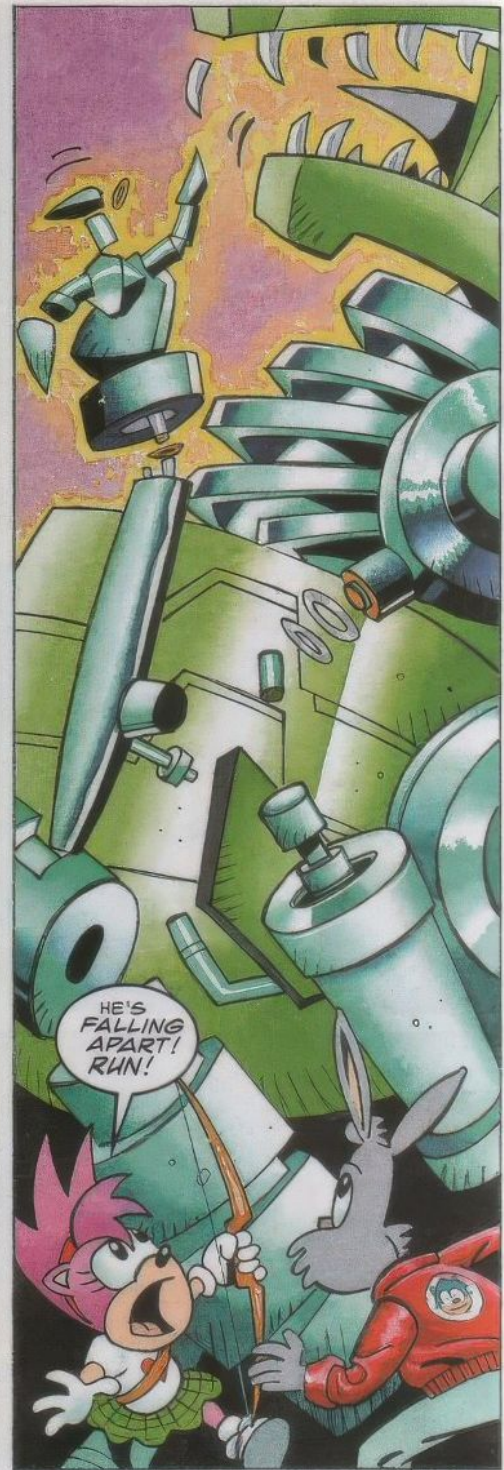
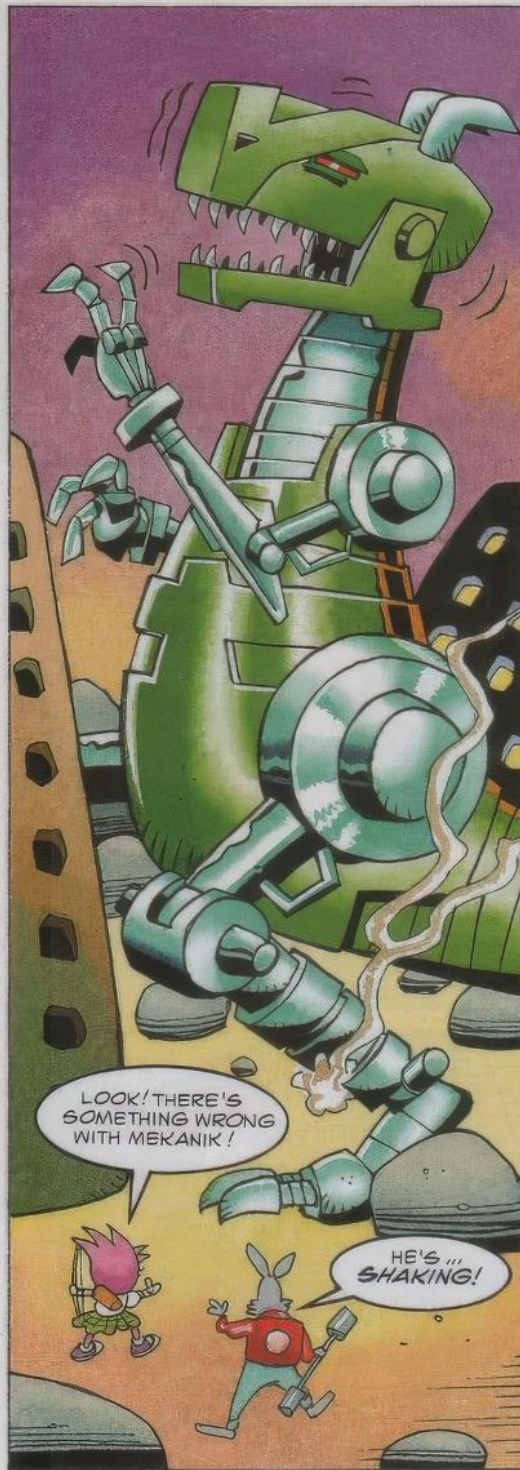












WHEN THE DUST CLEARS ...

WOW! HOW DID YOU DO THAT, SONIC?

I USED MY **SHPER-SPEED** TO CAUSE VIBRATIONS INSIDE HIM! HE LITERALLY **SHOOK** HIMSELF APART!

HEH! NO MATTER HOW BIG THEY ARE, BADNIKS ALWAYS GET **BAD VIBES** WHEN I'M AROUND!

Ahem.

YEAH, OKAY. YOU HELPED TOO!

TIME FOR ME TO GO! GOOD WORKING WITH YOU, SONIC!

THANKS, BUDDY! OLD EGG-BUTT MUST BE **HOPPING MAD** BY NOW!

SURE ENOUGH, IN **CITADEL ROBOTNIK**, A CERTAIN EVIL DOCTOR IS FAR FROM HAPPY ...

THAT **HEDGEHOG** AND THAT **RENEGADE BADNIK** DESTROYED MY **MEKANIK**! DO YOU KNOW HOW MUCH THAT GIANT ROBOT **COST**, GRIMER?

UM ... MOST OF IT CAME FROM THE **TAXPAYERS** I BELIEVE, SIR?

PERHAPS IT'S TIME I CHANGED MY **TACTICS**, GRIMER! TOOK SOME OF THE **STRAIN** OFF MY SHOULDERS ... PERHAPS IT'S TIME TO BEGIN WORK ON ... **PROJECT BRUTHS!**

WHAT IS **PROJECT BRUTHS**? STAY TUNED, BOOMERS, AND YOU'LL FIND OUT ... **SOON!**



● SATURN ARRIVES EARLY ● NEW DEALS FOR MD, MCD AND 32X

The Saturn is finally here! Sega stunned the gaming world last month by launching the long-awaited 32-bit super system in its official UK version. They managed to keep the launch a closely-guarded secret until the last minute with most people expecting an Autumn arrival. But, from July 8th, the Sega Saturn was available to buy across the counter for £399.99. Initially, supplies of the wonder machine will be limited but expect a big build-up in time for the all-important Christmas market.

Games also are appearing slowly. The high-rep titles *Virtua Fighter* and *Daytona USA* are out now; *Clockwork Knight*, *Panzer Dragoon* and *Sega International Victory Goal* will be along soon. Again, expect a blizzard of games in time for Christmas.

To control these games the Sega Saturn features one of the most comprehensive ranges of peripherals seen on any console. Feast your eyes on the pictures on this page for a taste of ultimate control!



Back-Up Memory Module. Provides 512K of RAM for storing game saves.

SEGA'S SUMMER SATURN SENSATION!

Saturn Control Pad. Sleek, smooth. A fistful of control!



MEGA DEALS

As if the news of the Saturn wasn't enough Sega also announced some amazing new deals for the Mega Drive range:

Arcade Racer. The ultimate accessory for Daytona USA drivers. Look out Schumacher!



MEGA DRIVE

Now down to £99.99 with a special cartridge containing six of Sega's classic games (*Revenge of Shinobi, Golden Axe, Super Hang On, Streets of Rage, Columns* and *World Cup Italia '90*).

MEGA CD

New pack with *Eternal Champions CD*. No price available as of going to press.

MEGA DRIVE 32X

New pack with *Chaotix* game, around £150.00. See the Comp below for details on how to win one of these packs.



Virtua Stick. Rapid-fire control, 8 buttons - all the control you could wish for!

MEGA COMPO! WIN! A SEGA MEGA DRIVE 32X

PLUS KNUCKLES' OWN GAME ...

CHAOTIX



PLEASE NOTE- MEGA DRIVE CONSOL NOT INCLUDED IN PRIZE

Longing for that much needed power boost but your piggy bank's strapped for cash? Want to know how to get your hands on a Sega **Mega Drive 32X**? Well, thanks to those generous humes at Sega, *STC* could be your very own fairy godmother as we not only have one up for grabs, but we're also giving away a copy of the **Knuckles Chaotix** game.

All you have to do is answer the following question:-

Q: What is the name of the Chaotix character shown below?

Write your answers on a postcard or sealed down empty envelope, with your name and address (clearly marked) and post it to:-

**MEGA DRIVE 32X COMPO,
SONIC THE COMIC,
25-31 TAVISTOCK PLACE,
LONDON WC1H 9SU.**



All entries to arrive no later than the closing date of Friday, 25 August 1995.

The first correct entry pulled from the *STC* blow-up paddling pool will be the proud owner of a **Mega Drive 32X** plus **Chaotix** game.

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNsville

40-70 = NORMALsville
70-80 = FUN CITY

80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

STREET RACER

Reviewed By David Gibbon



GAME TYPE: RACING
PLAYERS: 1-4

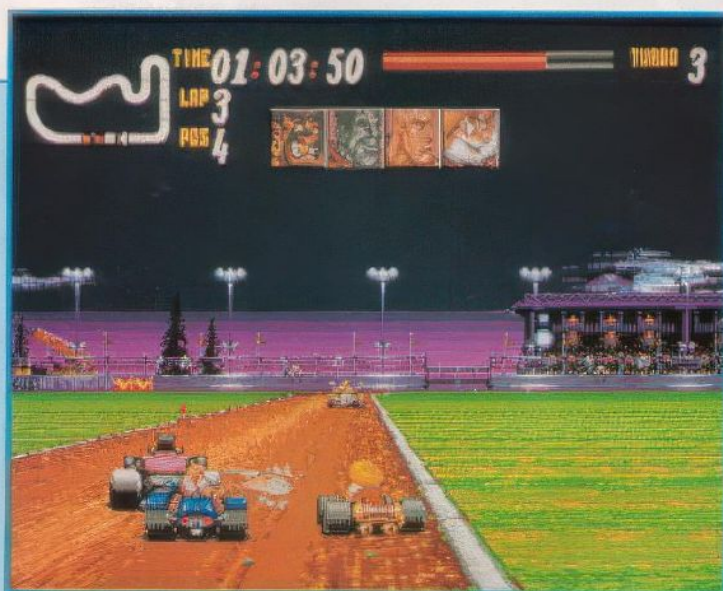
PUBLISHER: UBI SOFT
PRICE: £44.99

In my opinion, *Street Racer* is one of the best racing games the Mega Drive has ever seen. It's better than *Micro Machines 2* and Nintendo's (who?) *Super Mario Kart*, plus it features plenty of options including three different games and a secret bonus game.

You begin by selecting either one or two players, but if you have an adaptor up to four players can race using an impressive four-player split-screen game; this is the first Mega Drive game ever to implement such a feature and it's superb!

Street Racer offers several modes of play including Practice, Head-to-Head, Championship, Rumble and Soccer. The Soccer game allows you to play a simple but fun 3D football game with each player using a car to try and score. There are even three different types of playing surface, including Indoor, Outdoor and Ice.

The main game features eight different drivers each with various abilities. You are ready to play once your



driver has been selected. You start off playing for the Silver Cup and continue racing on up to 24 tracks. Each track is very well designed and features themes ranging from a desert to a ghostly transylvanian road. Graphically, *Street Racer* is simply stunning. The speed at which the road moves is really impressive and the animation is almost perfect and needs to be seen!

Folk doubted that a 3D racing game would be possible on a Mega Drive, but Vivid Images (the programmers) have proved everyone wrong. This game has to be a candidate for the best ever Mega Drive racing game!



FINAL COUNTDOWN

RAVES

Super fast,
thrilling &
immensely
fun!



GRAPHICS 94

SOUND 86

GRAVES

Won't take
long to
complete all
24 tracks!



PLAYABILITY 92

OVERALL 93

THIS WAS SUPPOSED TO BE A SIMPLE RESCUE MISSION: ENTER THE WILDSIDE ARCADE GAME AND BRING BACK BRAD, THE GUY FROM SCHOOL WHO WAS TRAPPED INSIDE.

BUT LIKE EVERYTHING IN THIS VIRTUAL REALITY, IT GOT MORE COMPLICATED.

SEEMS THERE'S DOZENS OF KIDS TRAPPED HERE, AND IT'S BRAD WHO'S THEIR JAILER.

I'D BE TRAPPED TOO, IF I WAS STILL CASEY, A KID LIKE THEM. BUT I'M KID CHAMELEON!

SO NOW THE CREEPS IN THE ISLECATRAZ PRISON FACE...

CYCLONE!
MIGHTY MASTER OF
THE ELEMENTS! LORD
OF THE STORM!

KID CHAMELEON

**BACK TO UNREALITY!
PART 5**

Script: MICHAEL COOK
Art: BRIAN WILLIAMSON/STEVE WHITE
Lettering: TOM FRAME



GOT TO FREE THESE KIDS, THEN FIND BRAD.



CYCLONE SEEKS EXIT FROM THIS REALM AND VENGEANCE FOR YOUR PRISONERS. WHERE IS THE ONE I SEEK? WHERE IS BRAD?

CHIEF WARDER'S QUARTERS ARE IN THE CASTLE.

TYPICAL BRAD BEHAVIOUR. STIRS UP A HEAP OF TROUBLE. AND WHEN PUSH COMES TO SHOVE, HE'S HOLED UP INSIDE.



HELP ME, VOICE. WHAT AM I GONNA DO?



YOU HAVE SOLE RESPONSIBILITY FOR YOUR PRISONERS. IF THEY ESCAPE, YOU WILL ANSWER TO ME!

I'M DOIN' MY BEST, VOICE.



BUT THIS GUY'S PULLING POWERS OUT OF THIN AIR!

ENOUGH! YOU HAVE CHOSEN YOUR DESTINY AND YOU MUST ... TTZZZZ!



I DON'T BELIEVE IT! THAT'S THE SAME VOICE THAT WAS HELPING ME, GUIDING ME THROUGH WILDSIDE.

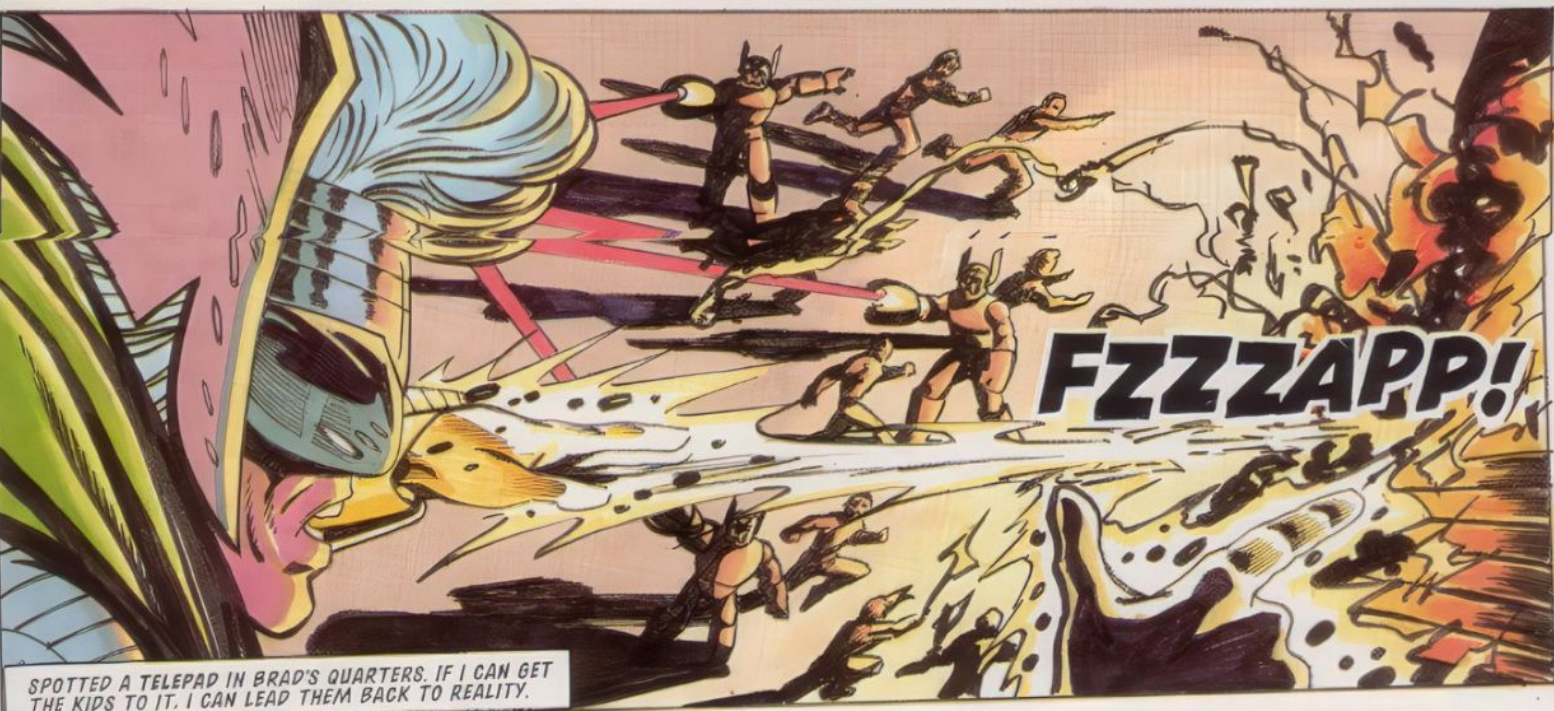


AND ALL THE TIME IT'S BEEN URGING BRAD ON TOO. WE'RE JUST PAWNS IN ITS GAME.

CYCLONE WILL RETURN FOR YOU, LATER.



BUT FIRST YOUR CAPTIVES MUST BE SET FREE!



FZZAPP!

SPOTTED A TELEPAD IN BRAD'S QUARTERS. IF I CAN GET THE KIDS TO IT, I CAN LEAD THEM BACK TO REALITY.

CAN'T BELIEVE HOW MANY THERE ARE HERE.
KIDS FROM ALL OVER THE WORLD!

YOU ARE FREE,
LIBERATED BY THE
POWER OF CYCLONE.

STAY
WHERE YOU
ARE!

YOU CAN NO MORE
HALT THE PROGRESS
OF CYCLONE THAN YOU
CAN TRAP THE FORCE
OF THE WIND.

AWAY WITH HASTE!
I MUST DESTROY
ISLECATRAZ FOREVER.


COURSE, BEFORE THAT,
I GOT TO FIND BRAD.

CYCLONE
FORCE!

THEN I'VE GOT TO DECIDE WHAT TO DO WITH
HIM WHEN I FIND HIM. PART OF ME WANTS
TO LEAVE HIM HERE FOR WHAT HE'S DONE.


BUT I KNOW I
SHOULD BRING
HIM BACK, FOR
SUZI'S SAKE.

YOU CANNOT
OUT-RUN YOUR
DESTINY.




YOU HAVE IMPRISONED
YOUR FELLOWS AND
MADE THEM SLAVES!

L-LOOK, I'M NOT A
HERO LIKE YOU. I WAS
SCARED. YOU'VE GOT
TO FORGIVE ME.



WHAT ELSE COULD I DO?
I HAD NO CHOICE.




WE ALL HAVE
A CHOICE.

BUT I'M
JUST A
SCHOOLKID.



ME TOO.



C-CASEY...?

NEXT ISSUE:
THE THING YOU SEEK THE MOST!

THIS IS THE EGG FORTRESS
IT USED TO BE DOCTOR
ROBOTNIK'S BASE OF OPER-
ATIONS IN THE SPECIAL ZONE

NOW IT IS HOME TO THE BADNIKS
KNOWN AS METALLIX...

AS KNUCKLES AND CHAOTIX
HAVE FOUND OUT...

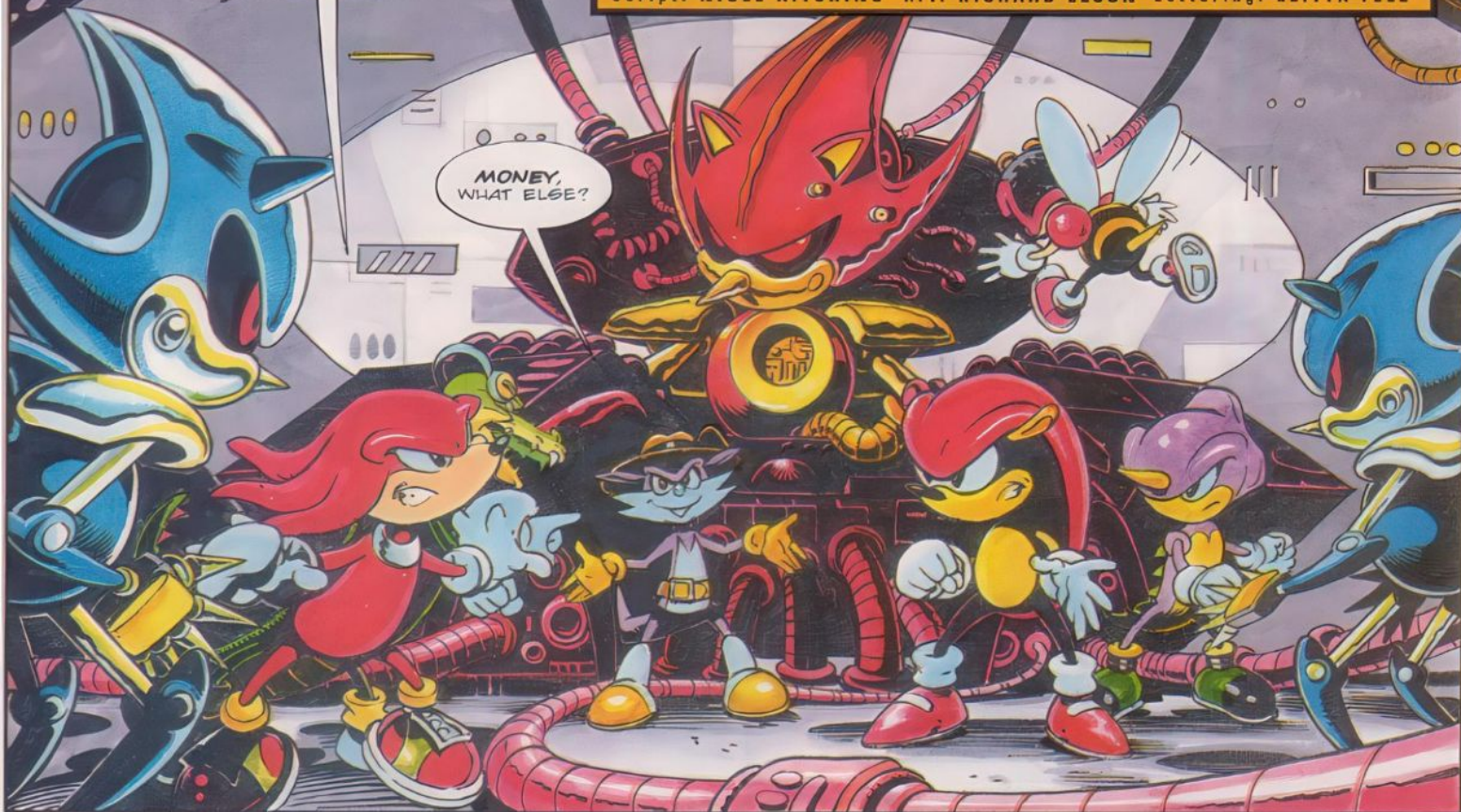
NACK!
I CAN'T BELIEVE
YOU BETRAYED US!
WHY?

MONEY,
WHAT ELSE?



KNUCKLES TOTAL CHAOTIX *Part 6*

Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELITTA FELL

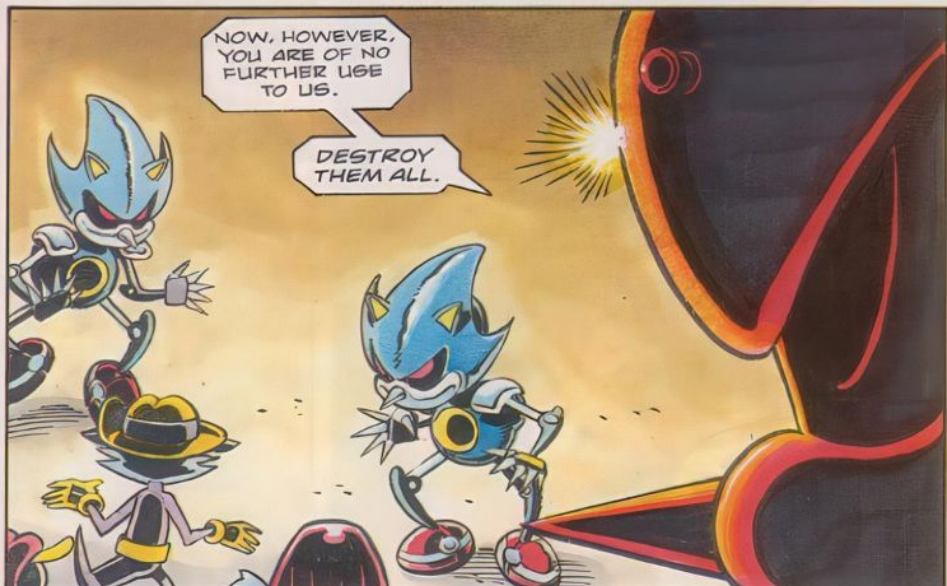


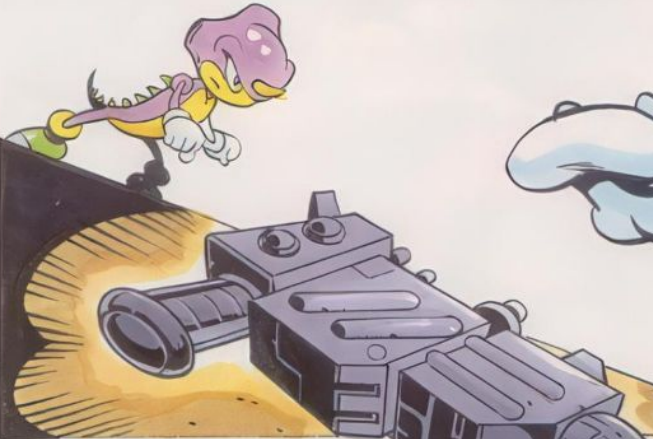
WE COULD NOT HAVE
CAPTURED THE OMNI-VIEWER
WITHOUT YOUR HELP, NACK.
YOU GAVE US THE ACCESS CODES
ENABLING US TO BREAK INTO
HIS SYSTEMS.

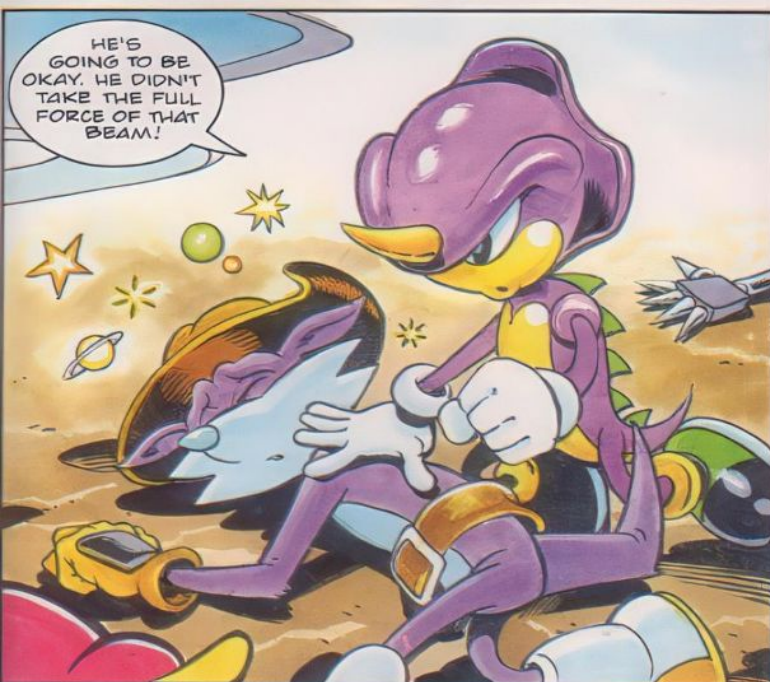
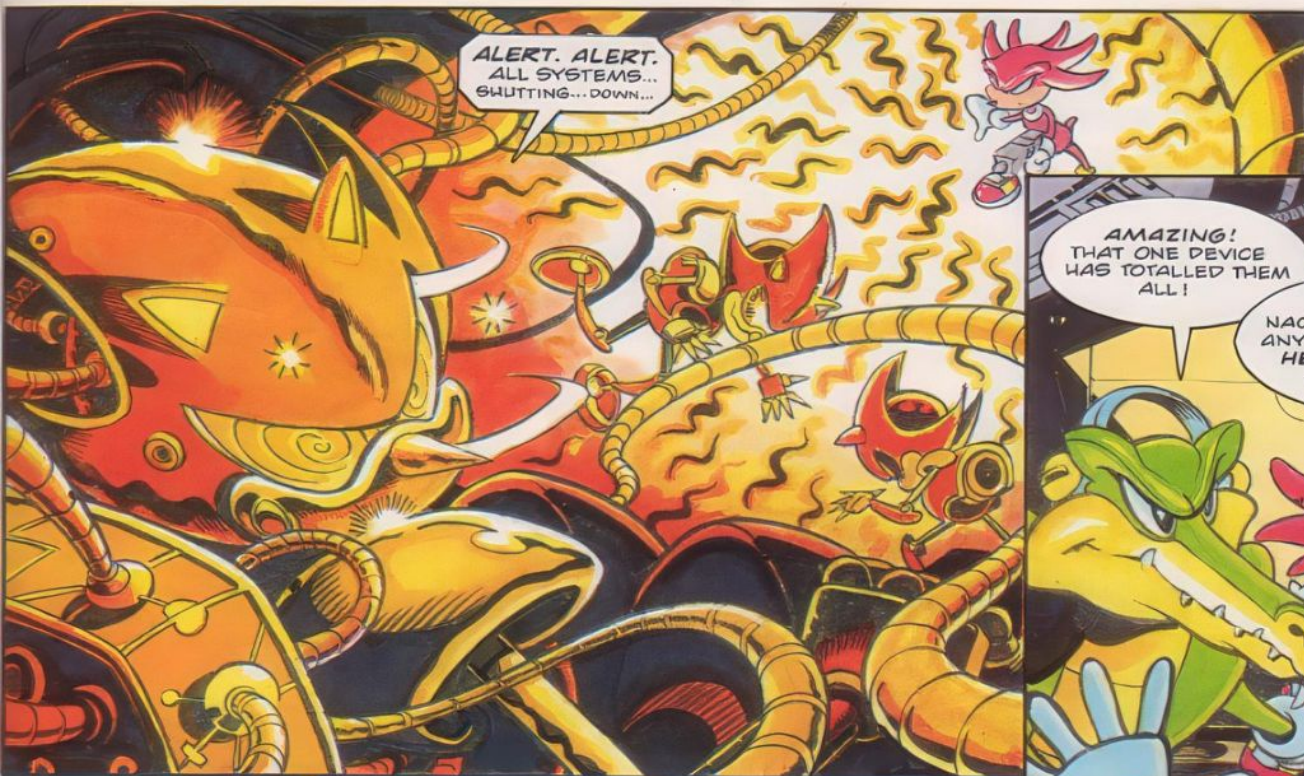
ALSO YOU TRICKED
YOUR COMPANIONS
INTO WALKING INTO
A TRAP.

NOW, HOWEVER,
YOU ARE OF NO
FURTHER USE
TO US.

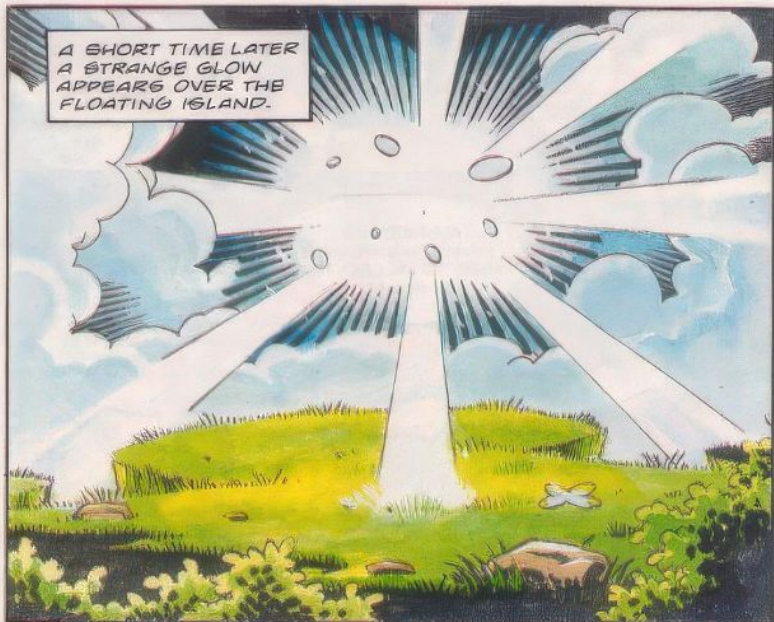
DESTROY
THEM ALL.





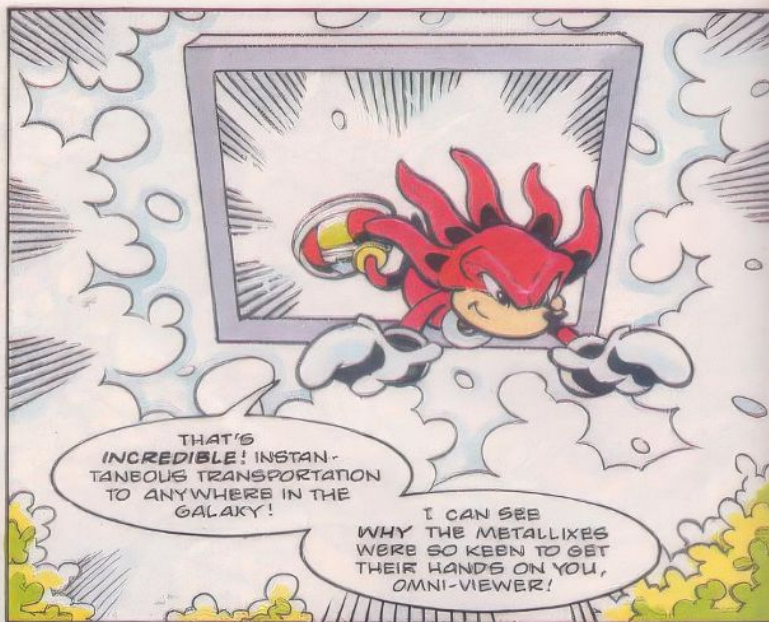


A SHORT TIME LATER
A STRANGE GLOW
APPEARS OVER THE
FLOATING ISLAND.



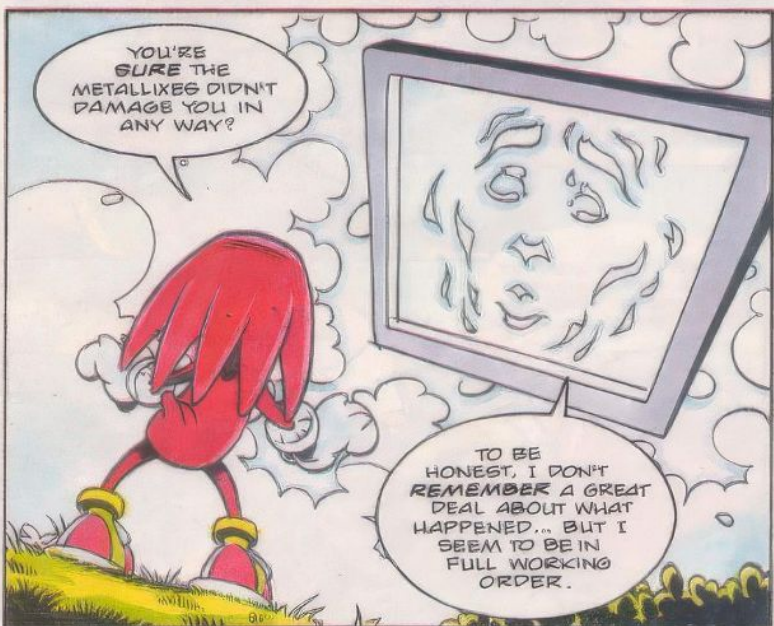
THAT'S
INCREDIBLE! INSTAN-
TANEOUS TRANSPORTATION
TO ANYWHERE IN THE
GALAXY!

I CAN SEE
WHY THE METALLIXES
WERE SO KEEN TO GET
THEIR HANDS ON YOU,
OMNI-VIEWER!



YOU'RE
SURE THE
METALLIXES DIDN'T
DAMAGE YOU IN
ANY WAY?

TO BE
HONEST, I DON'T
REMEMBER A GREAT
DEAL ABOUT WHAT
HAPPENED... BUT I
SEEM TO BE IN
FULL WORKING
ORDER.

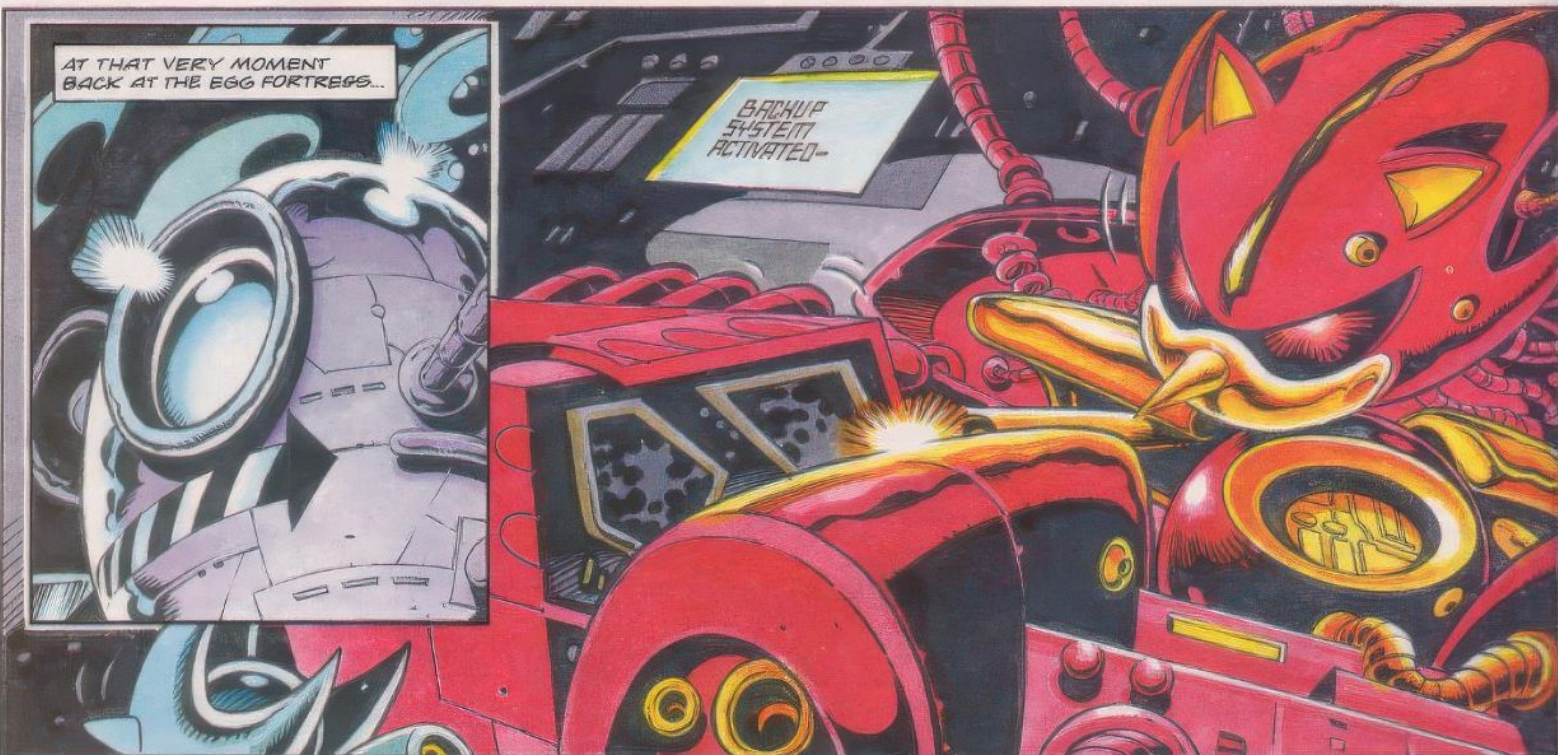


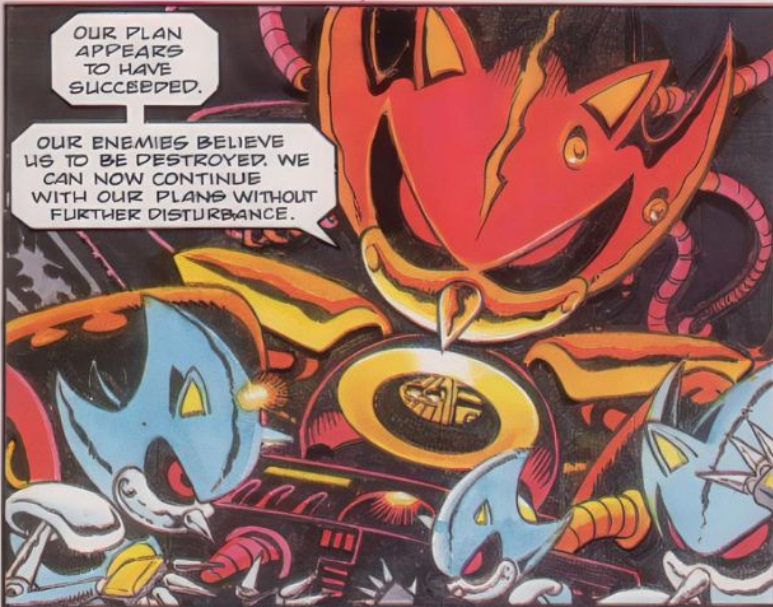
I STILL HAVE
A **BAD FEELING**
ABOUT ALL THIS. THE
METALLIXES ARE MEANT
TO **SERVE** DOCTOR
ROBOTNIK... BUT IT FELT
LIKE THEY WERE
WORKING FOR
THEMSELVES...



AT THAT VERY MOMENT
BACK AT THE EGG FORTRESS...

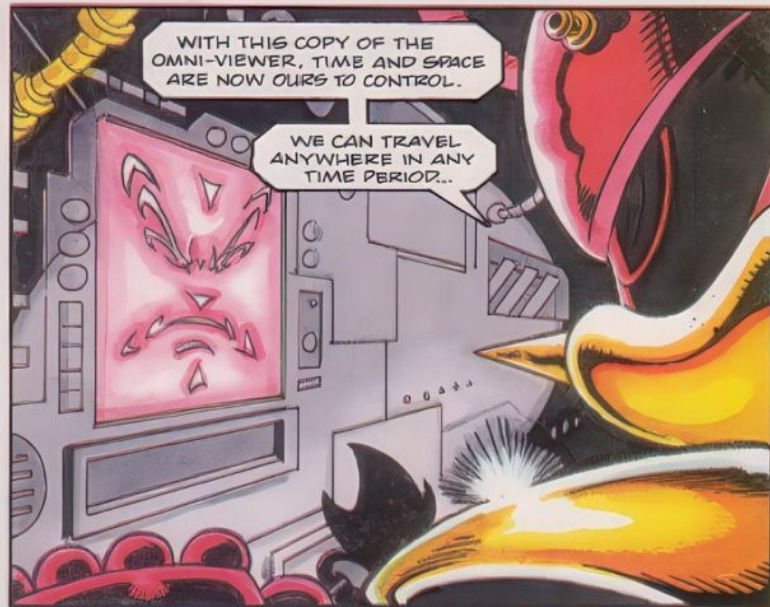
BACKUP
SYSTEM
ACTIVATED





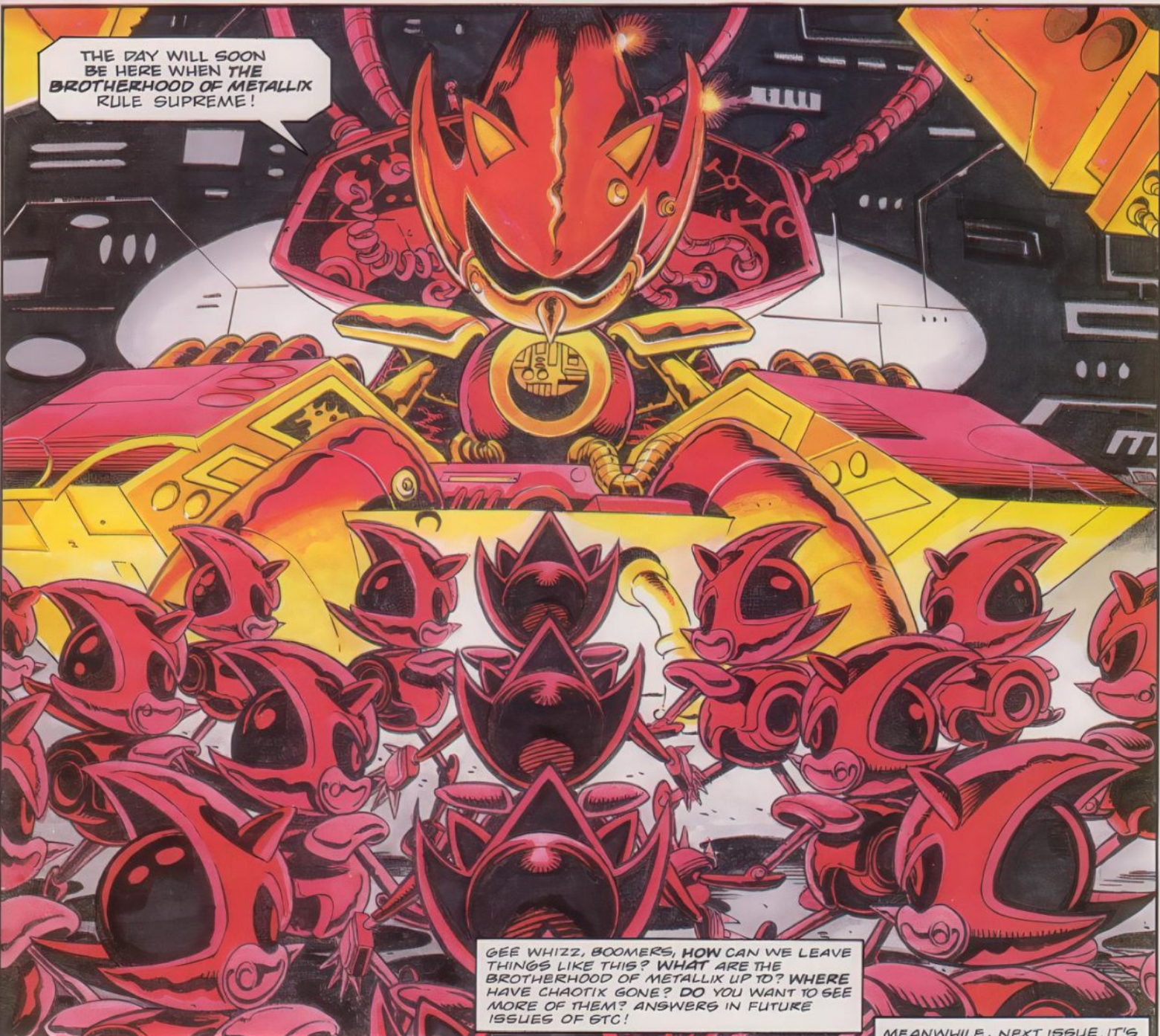
OUR PLAN
APPEARS
TO HAVE
SUCCEEDED.

OUR ENEMIES BELIEVE
US TO BE DESTROYED. WE
CAN NOW CONTINUE
WITH OUR PLANS WITHOUT
FURTHER DISTURBANCE.



WITH THIS COPY OF THE
OMNI-VIEWER, TIME AND SPACE
ARE NOW OURS TO CONTROL.

WE CAN TRAVEL
ANYWHERE IN ANY
TIME PERIOD...



THE DAY WILL SOON
BE HERE WHEN THE
BROTHERHOOD OF METALLIX
RULE SUPREME!

GEE WHIZZ, BOOMERS, HOW CAN WE LEAVE
THINGS LIKE THIS? WHAT ARE THE
BROTHERHOOD OF METALLIX UP TO? WHERE
HAVE CHAOTIX GONE? DO YOU WANT TO SEE
MORE OF THEM? ANSWERS IN FUTURE
ISSUES OF 6TC!

MEANWHILE, NEXT ISSUE, IT'S
KNUCKLES... AND TAILS!



ZONE

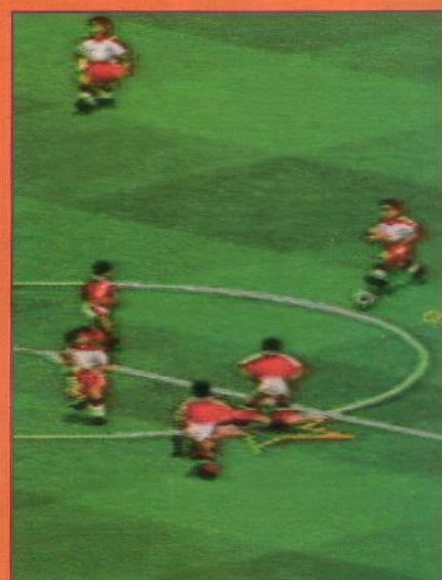
Q IS FOR QUESTION.

Q IS FOR QUERY.

Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.



FIFA '95



SPECIAL Part 1

Chart topping football game, FIFA '95 has proved a real winner with *STC Boomers*. In this three-part special, David Gibbon supplies handy tips and advice on getting through the toughest of matches.

SELECTING YOUR FORMATION

Putting your team into the right formation is an all important tactic before you even attempt to kick a ball. So get your team fighting fit and ready to score against the best in the Premiership.

3-5-2

A risky option as this selection will leave you with a very weak defence. Despite giving your team a powerful attack force, enabling you to run through the midfield, it can leave you exposed to long balls from the opposition. With a limited defence, that can only result in a goal ending up in the back of YOUR net! An option that should only be used when the opposing team have a terrible attack.

4-4-2

The most widely used formation available. Teams from Manchester United to good old Sunderland (the best team in the world, of course!) frequently choose 4-4-2 which has a number of distinct advantages. It gives you safety in defence, two wingers and two strikers up front to help score any on-coming long balls. Definitely a good all-rounder which can be used for most average to above average sides. Especially useful for a side that has a good overall game and who like to pass the ball more than using the long ball tactic.

4-2-4

Used for long ball play when your team has a good defence, good attack, but a poor midfield. This option



GAME SETUP

Friendly

Leagues

Tournaments

Playoffs

Options

Restore

0:04

TOP TIP

Remember that Simulation reproduces the effects of tired legs on all of the players and in doing so their shooting and passing ability is impaired. Action does the exact opposite of Simulation and players stay 100% fit throughout each game.

Choose the one that suits you, but keep in mind that either option will not only effect your players, but your opponents as well!

0:57

means spending most of your time kicking the ball up to your strikers and hoping for a lucky break. Can be a very useful formation, but is advisable only when you have a weak midfield.

4-3-3

Another very popular formation with Premiership teams. This system has a safe defence, a good midfield and a very good attack. If you've got three quality strikers in your team then this is the formation for you. Play the ball down the wings and play a 1-2 with your strikers to try and score a goal. Similar to using 4-4-2 with the added advantage of an extra striker (if you have one available, that is!).

SWEEPER

A system often used by professional sides, but is only advisable when you've got a weak defence with slow

NEXT ISSUE: FIFA '95 PART 2.

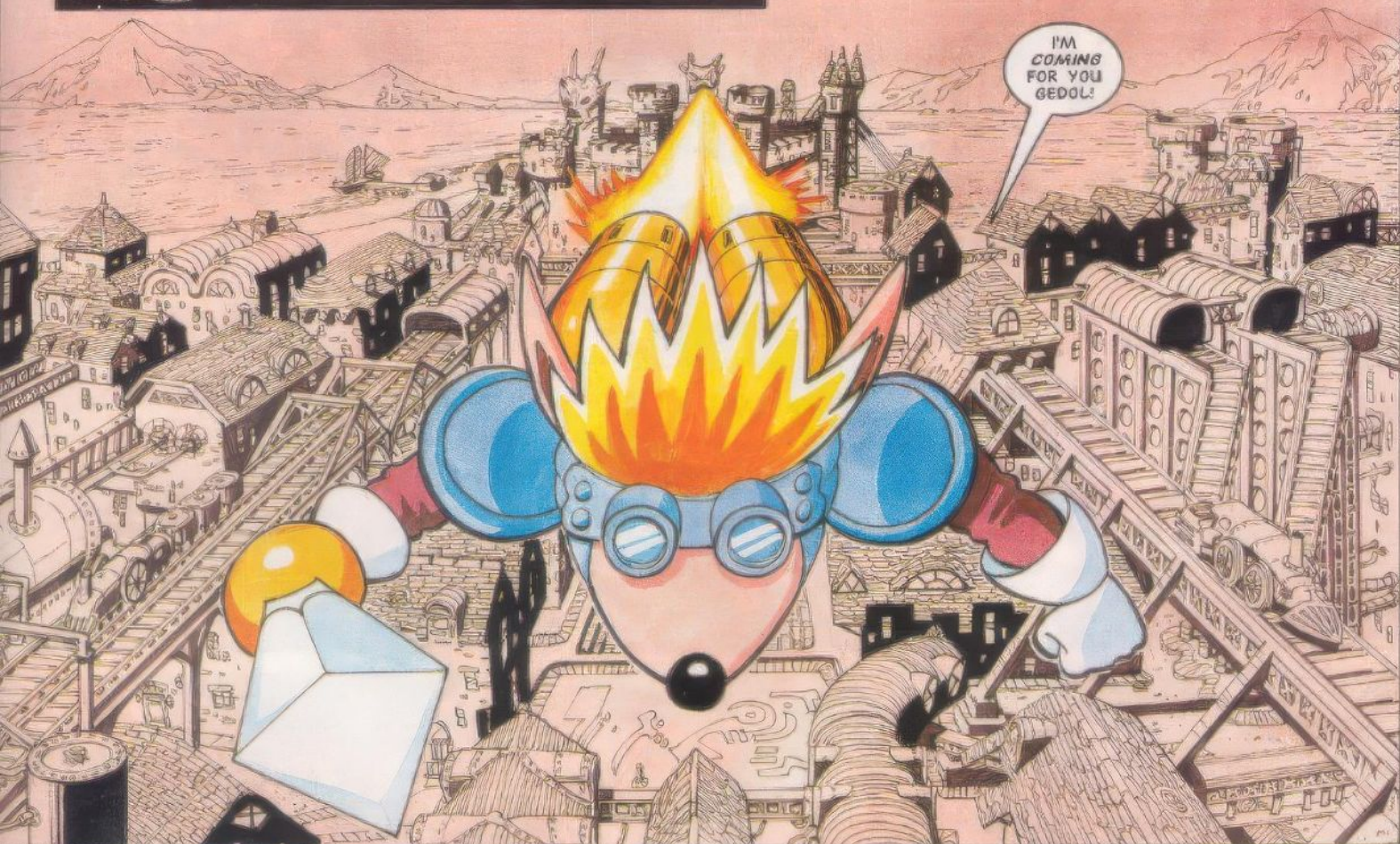


SPARKSTER™

Script: MIGUEL KITCHING Art: KEITH PAGE Lettering: STEVE POTTER

LAST OF THE ROCKET KNIGHTS! Part 6

SPARKSTER HAS DESTROYED THE SOURCE OF THE EVIL ENCHANTMENT WHICH KING GEDOL HAD BEEN USING TO CONTROL THE PEOPLE OF ELHORN.



MEANWHILE IN THE CATHEDRAL OF ZEBULOS THE CONGREGATION BEGIN TO REALISE THAT THEY HAVE BEEN UNDER GEDOL'S CONTROL!

I WAS GOING TO MARRY KING GEDOL? I CAN'T BELIEVE IT!



UH OH. THE CROWD'S TURNING UGLY, SON!

TIME TO MAKE AN EXIT I THINK. I DO SO DESPISE PHYSICAL CONTACT WITH THE PEASANTRY!



YOU'RE COMING TOO, PRINCESS! I NEED SOME INSURANCE!

LET ME GO YOU... YOU...

SO LONG SUCKERS!







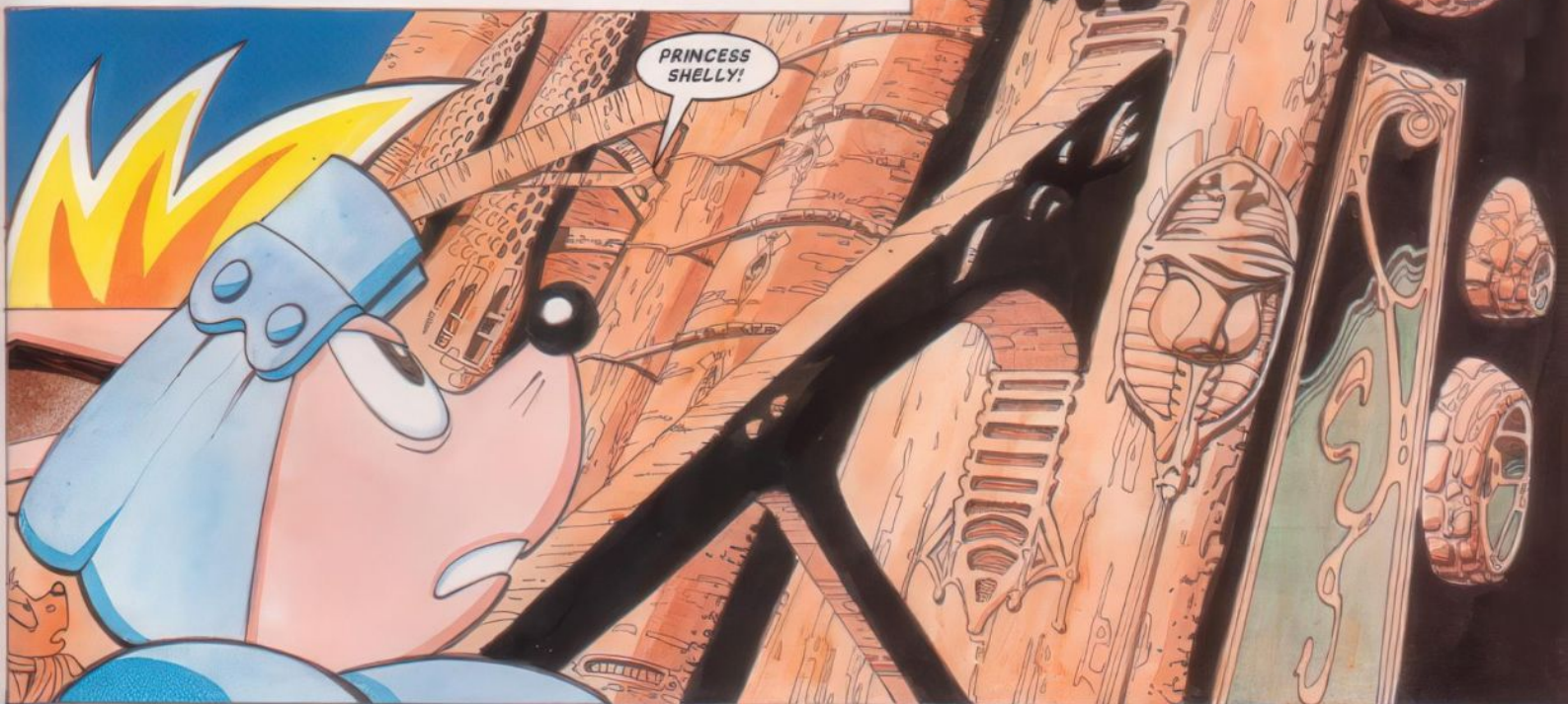
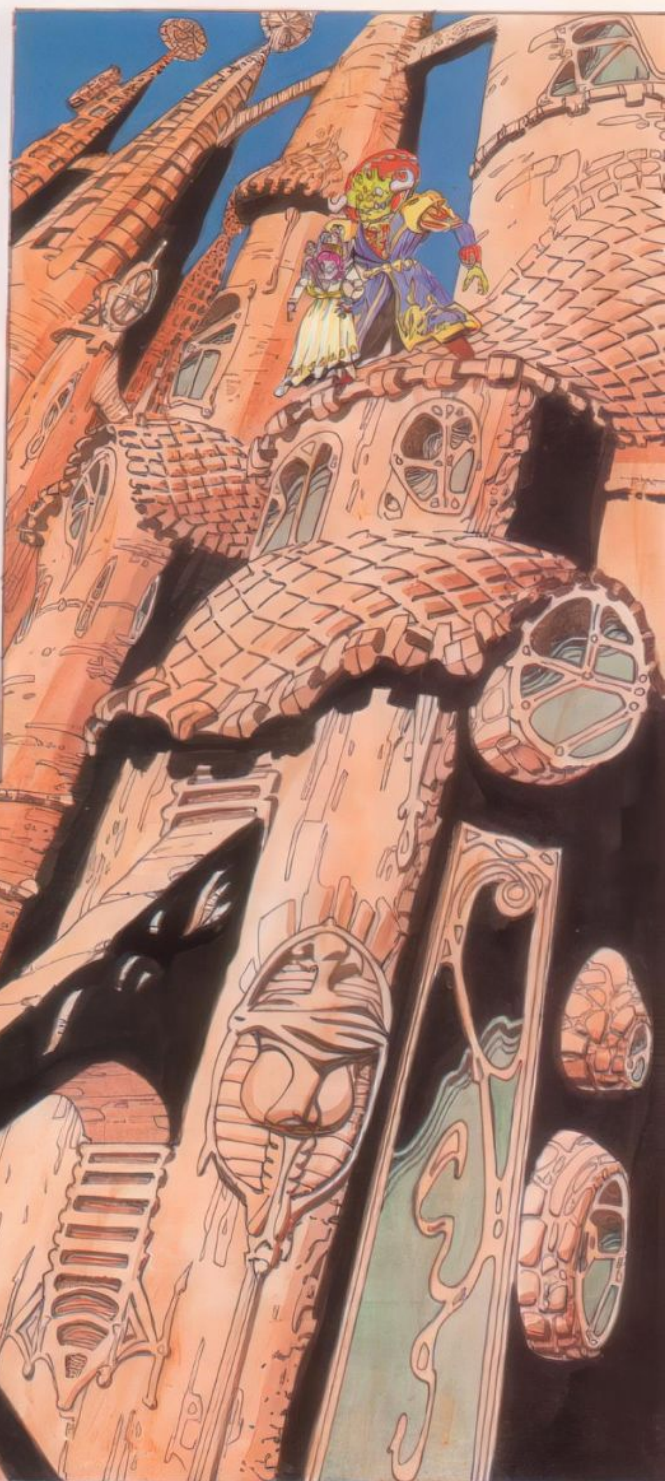
LOOKS LIKE EVERYONE IS FREE FROM GEDOL'S SPELL AND THEY'RE REAL MAD!

CAN'T SAY I BLAME THEM!



WHERE'S GEDOL?

UP THERE... LOOK!



PRINCESS SHELLY!



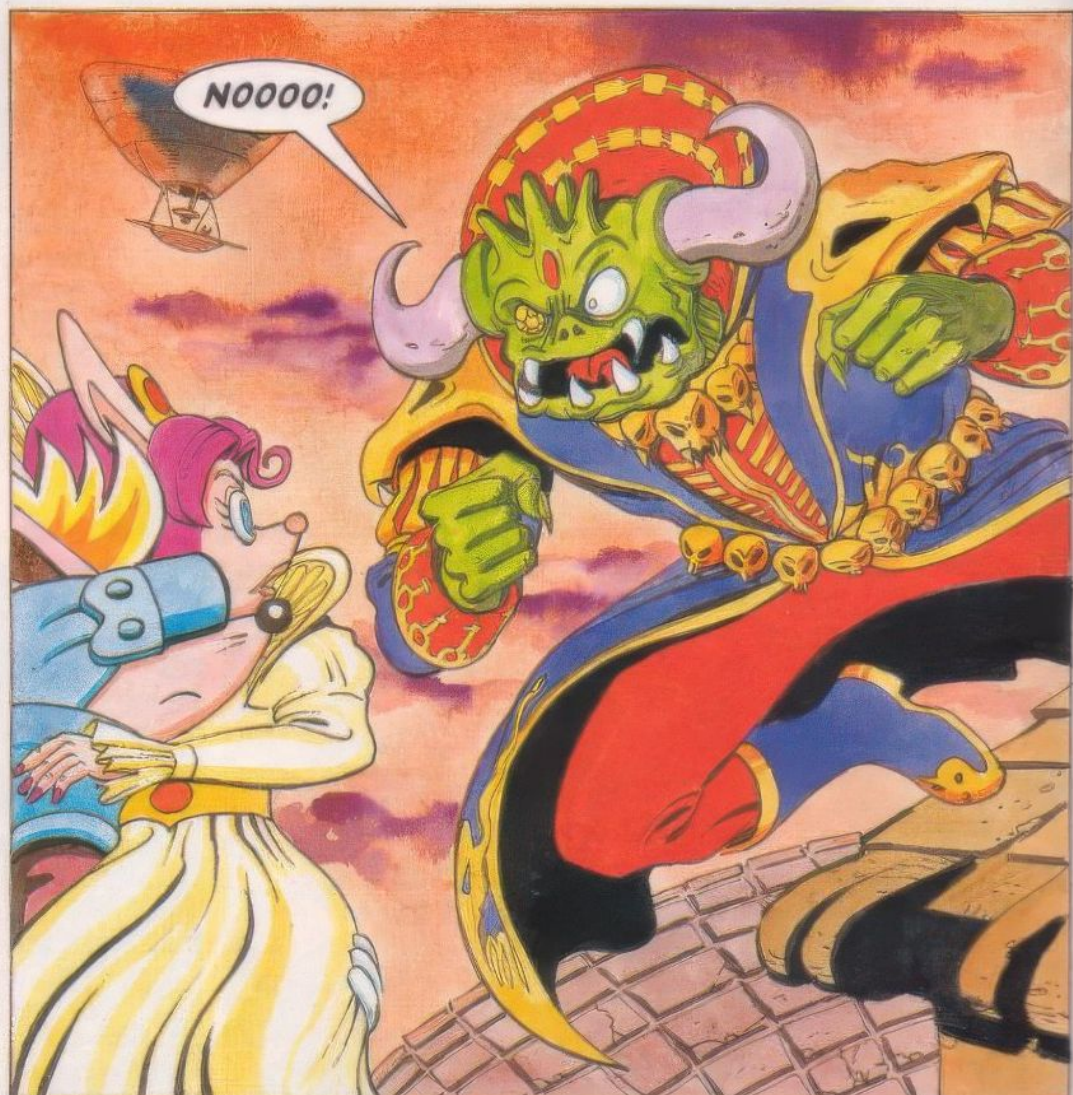
I WANT A ROCKET PACK AND A GUARANTEE OF SAFE PASSAGE! AND QUICKLY IF YOU WANT YOUR PRINCESS BACK IN ONE PIECE!

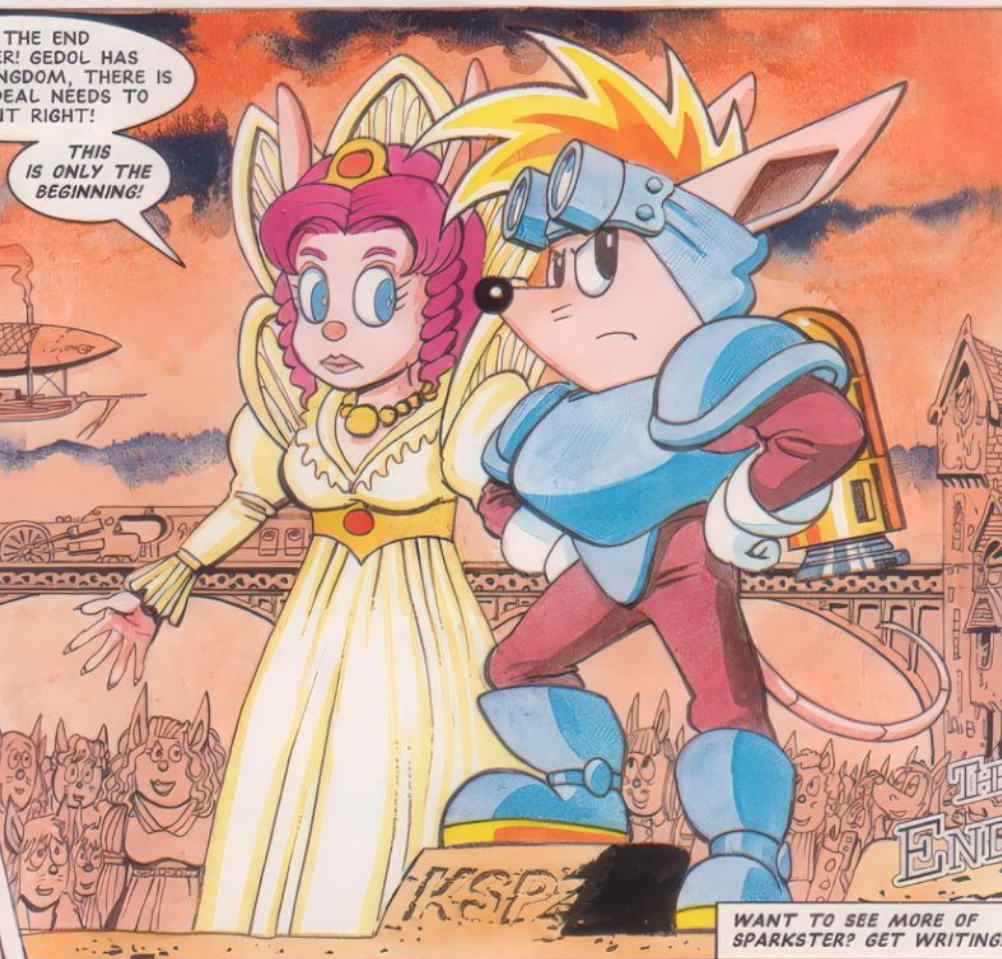
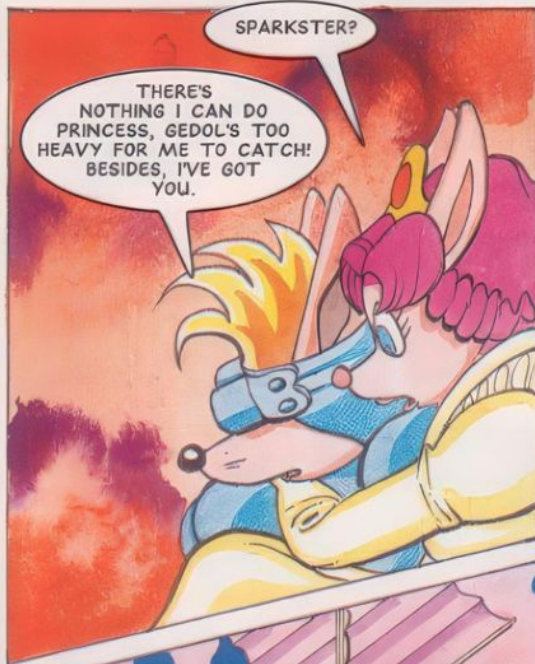
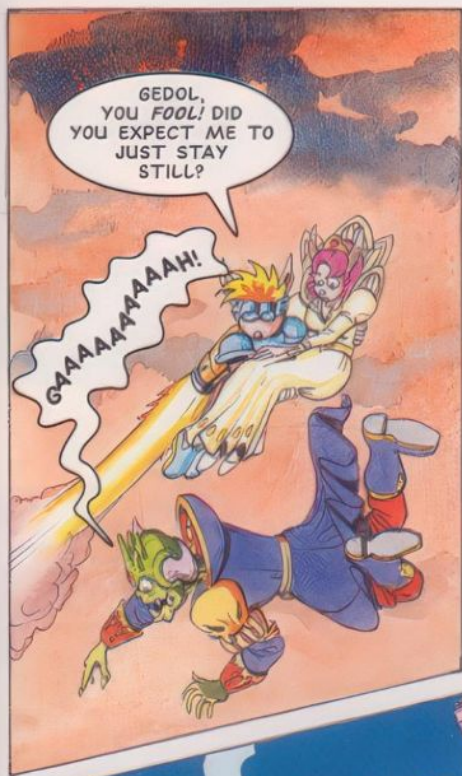
NO! I'M NOT GOING TO BE USED AS A HOSTAGE!



YAAAAA!

SKETCH!





THE
END

WANT TO SEE MORE OF
SPARKSTER? GET WRITING!



SPEED LINES

EITHER POST YOUR MAIL TO:
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.

... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

FUN IN THE 'POOL!

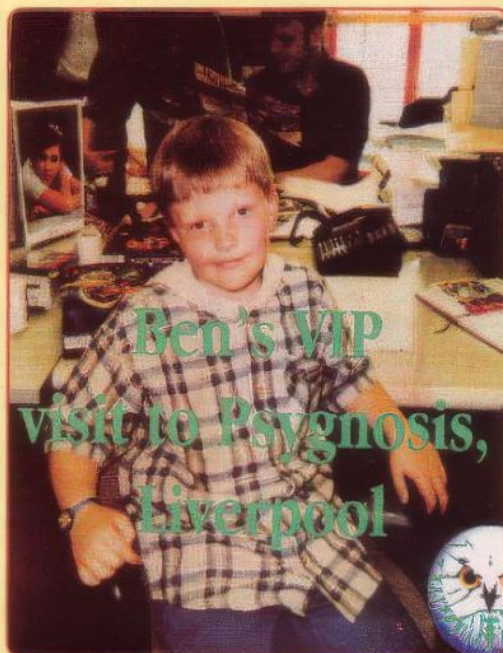
Dear STC,

I won the Sony Psygnosis/Flink competition where my dad and I spent a fantastic VIP day in Liverpool. We were treated to a tour round the offices learning how computer games are made. I was given a huge bag of games, t-shirts, posters and CD's. They even took a photo of me, scanned it into the computer and added the graphics (see right). Thanks everyone!

Ben Tucker, Reading, Berks.
Sonic Stationery Winner.



Well Ben, as the old song goes: Sony, Sony. So good to me ...



IN THE SWIM!

Dear STC,

When is Ecco the Dolphin going to return? The last series ended with the words "Swim with Ecco again in STC soon!" Surely a year and a bit is a long enough wait.

J. Coleman, Bramley, Surrey.
Sonic Stationery Winner.



Dig out your cossie J.C., Ecco returns in STC 60 for a brand new series.



Send your e-mail messages to:
stc@richb.demon.co.uk
Be sure to include your snail mail (postal) address if you want to win a prize!



Paul Kitching, Yarm, Cleveland.
MD owner.
Sonic Stationery Winner.

TELLING TAILS

Dear STC,

Would you ever consider a Tails origin story, explaining to us Boomers how he got his two tails?

Michael Freer, Fitzwilliam, W Yorks.
Sonic Stationery Winner.



Lend me your ears (or should it be eyes) Michael ... Tails comes from the

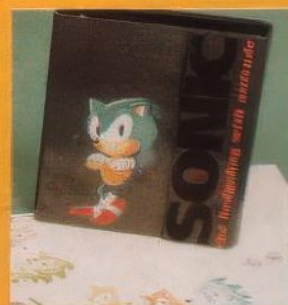
Nameless Zone, which he left to seek his fortune in the Emerald Hill Zone; where he met Sonic (see STC 27). The two-tailed mystery will be revealed in a future issue of STC ... Meanwhile, Tails teams up with Knuckles for the start of something b-i-g, next issue. Don't miss it!

Everything printed in *Speedlines* wins one of these Highgrove Stationery sets, comprising of a Sonic Organiser and Tin (with three pencils). Boomers will find this an essential accessory to organising those important events in life.



Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please ask for Helen Waller on 0171 344 6400.

The Highgrove Stationery set is just part of a range of Sonic products available from most retail stationers.



NEXT ISSUE...

FREE STC TRANSFERS!



DOUBLE-PAGE
B.A.R.F.
PIN-UP!

DOUBLE SONIC -

BROTHERHOOD
OF METALLIX!
THE SEVEN
BADNIKS!

DOUBLE ACT -

KNUCKLES & TAILS
TEAM UP IN
THE REVENGE
OF TROGG!

STC 59 - IT'S WICKED!

ON SALE SAT, 19 AUGUST '95 £1.20

DATA \$TRIP

I'VE BEEN READING
STC SINCE ...

ISSUE

MY FAVOURITE ...

FILM/VIDEO IS

BAND/SINGER IS

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

AS A COMIC STRIP IN STC.

THIS ISSUE'S
MEGA HITS!

1ST CHOICE

2ND CHOICE

3RD CHOICE

YOUR RATING FOR ISSUE 58



Post to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.

